



MEGAMAN™

1
SEP

\$5.95
US



AUGUSTYN
FONG



MEGAMAN

1
SEP

\$2.95
US

AUGUSTYN
FONG



SHOTTIE STUART
THE



MEGAMAN



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ART BY
MIC FONG

COLORED BY
**STUART NG &
SUSAN LUO**

LETTERS BY
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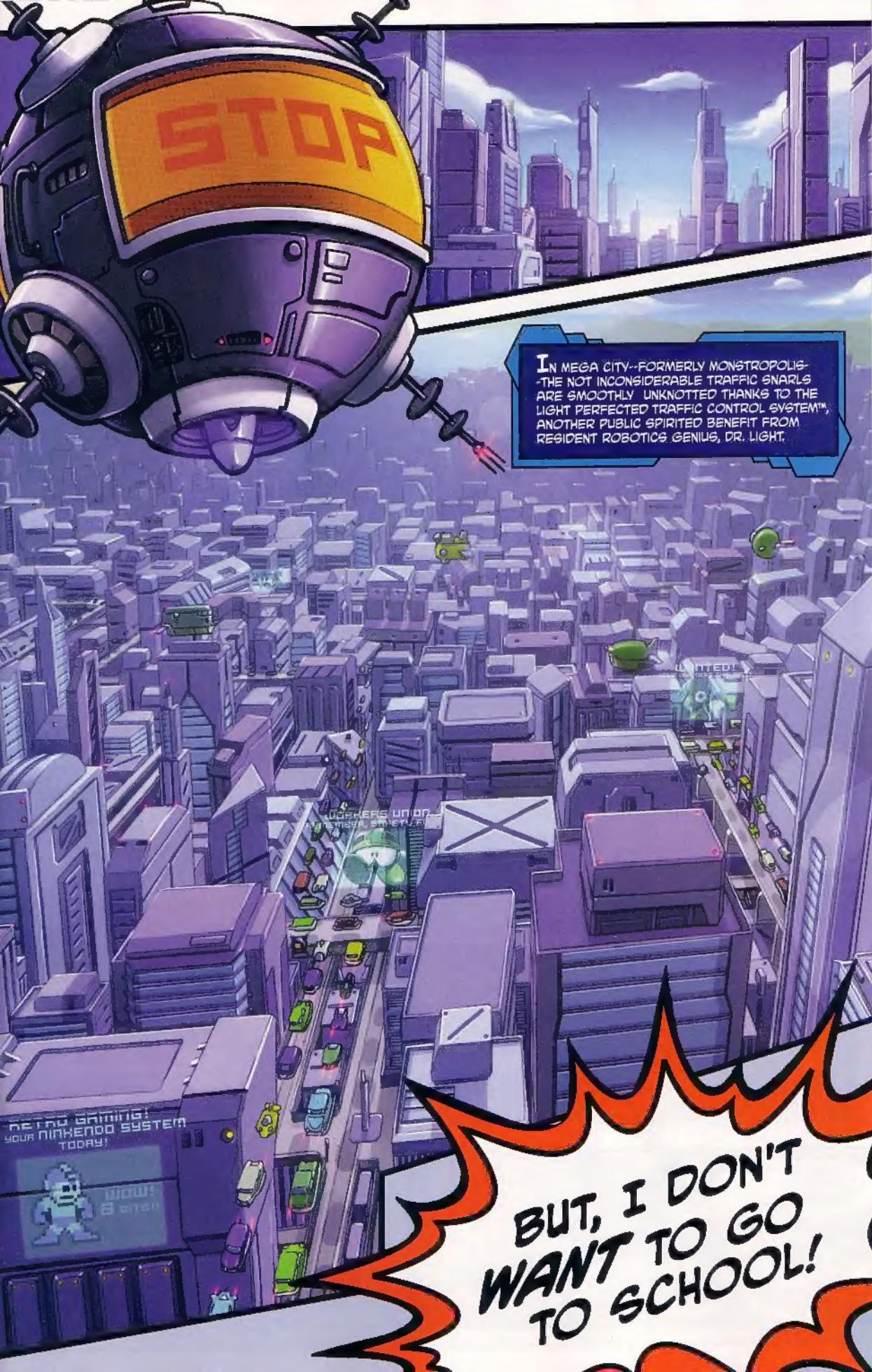
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ROGER LEE
PRESIDENT
PAT LEE

► PASSWORD
STAGE SELECT

CAPCOM®

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COVER A
MIC FONG
COVER B
SKOTTIE YOUNG
HOLOFON COVER
MIC FONG



STOP

IN MEGA CITY-FORMERLY MONSTROPOLIS-THE NOT INCONSIDERABLE TRAFFIC SNARLS ARE SMOOTHLY UNKNOTTED THANKS TO THE LIGHT PERFECTED TRAFFIC CONTROL SYSTEM™, ANOTHER PUBLIC SPIRITED BENEFIT FROM RESIDENT ROBOTICS GENIUS, DR. LIGHT.

BUT, I DON'T
WANT TO GO
TO SCHOOL!



FIRST, NO ONE WILL BE ABLE TO TELL THAT YOU AREN'T, STRICTLY SPEAKING, HUMAN, ROCKY.

SECOND, YOU HAVE TO GO BECAUSE THAT'S HOW YOUR ID CHIP MATURES. THE EMULATION FUNCTION REQUIRES THE INPUT OF HUMAN INTERACTION.

IN OTHER WORDS, THE MORE YOU MOVE AMONG US, THE MORE YOU BECOME JUST LIKE US.

HMMMPH

HOW COME I CAN'T HAVE AN ID CHIP, DOC?

YOU ARE ALREADY FAR TOO INDEPENDENT, MY DEAR ROLL. NO, ROCKY IS THE ONLY ONE TO HAVE THE CHIP...THIS VERSION ANYWAY...

SAY, AUTO, HOW LONG HAVE WE BEEN SITTING HERE?

TRAFFIC HAS BEEN STALLED FOR FOURTEEN POINT OH-SIX MINUTES, DOC. THE TRAFFIC SIGNALS AREN'T WORKING.

THAT CAN'T BE. I CREATED THE LIGHT PERFECTED TRAFFIC CONTROL SYSTEM™ TO BE FAIL-SAFE!

AH, HERE'S THE PROBLEM. SOMEONE IS INTENTIONALLY JAMMING THE LPTCS™! BUT WHOM--?

THERE'S YOUR ANSWER THERE, DOC!



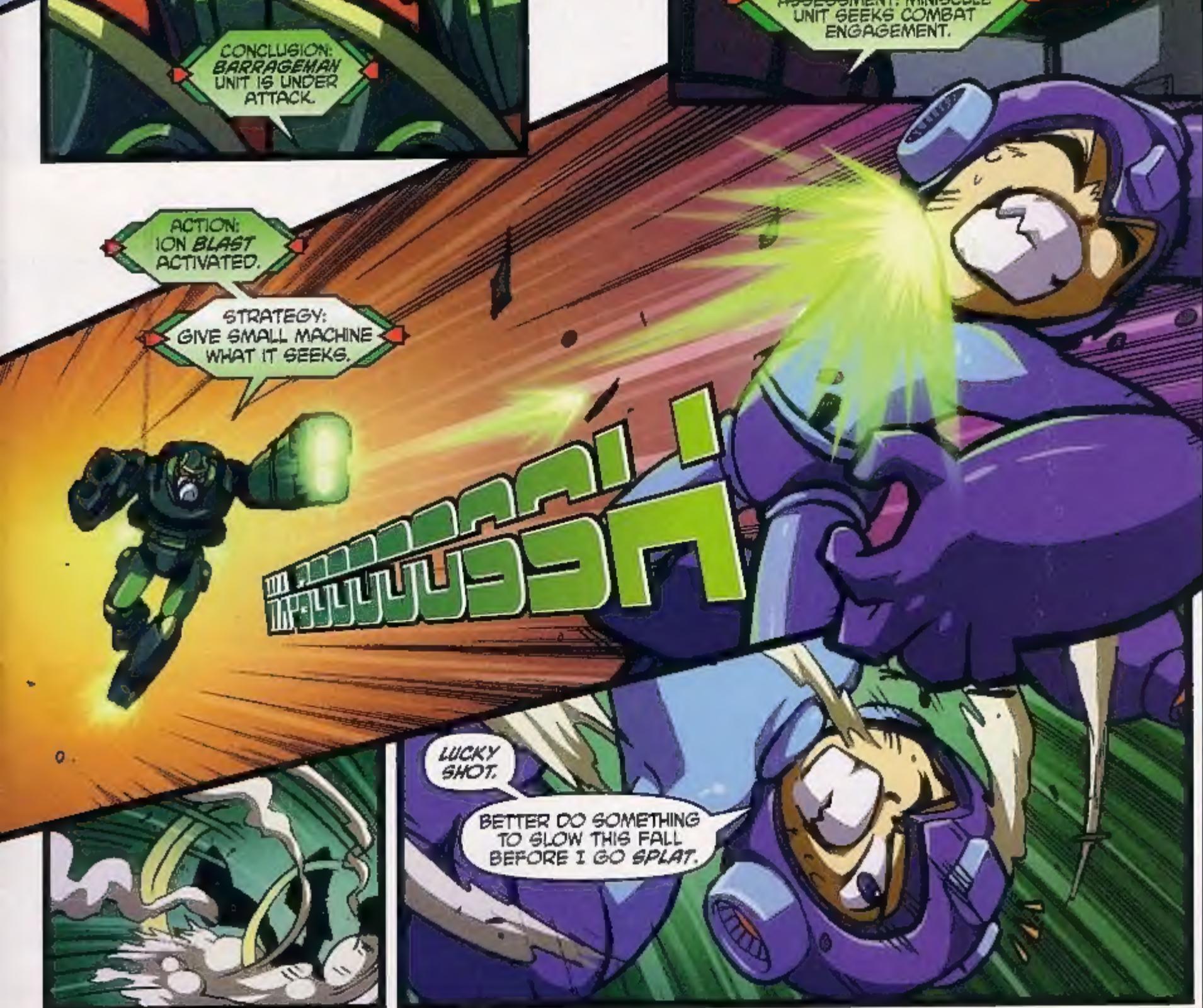
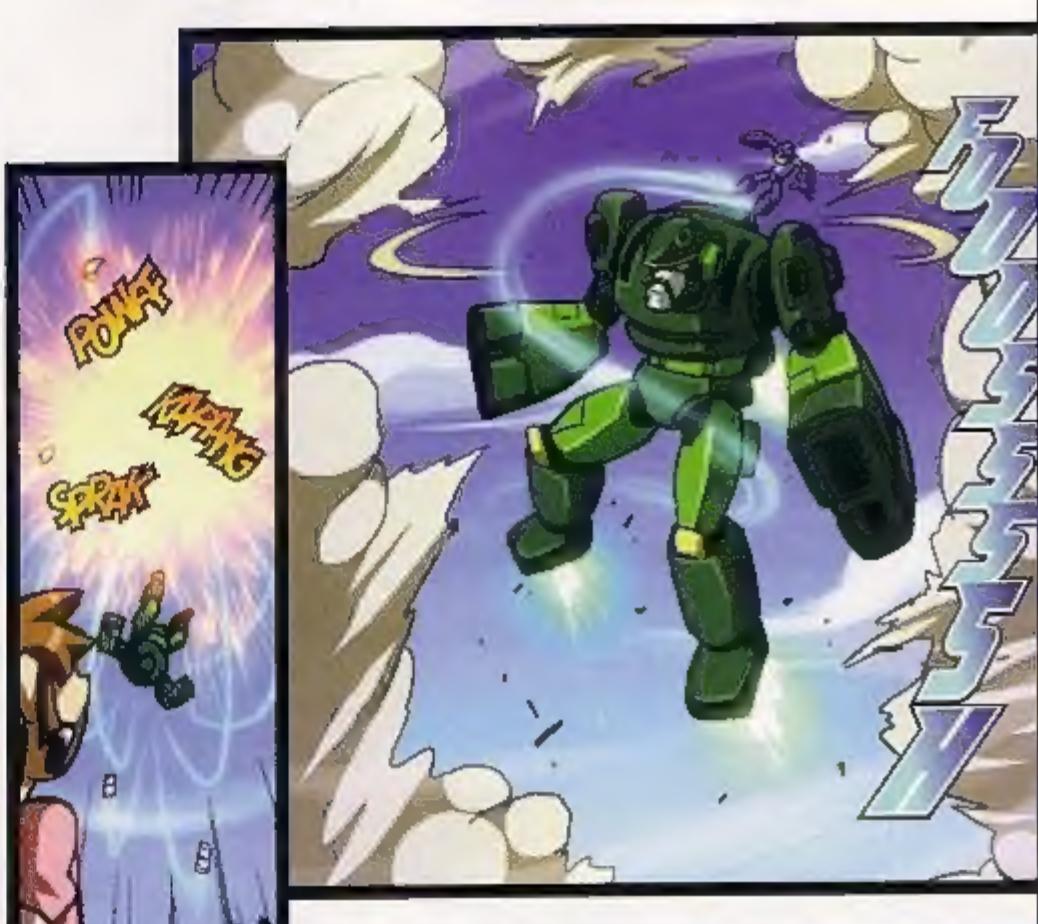


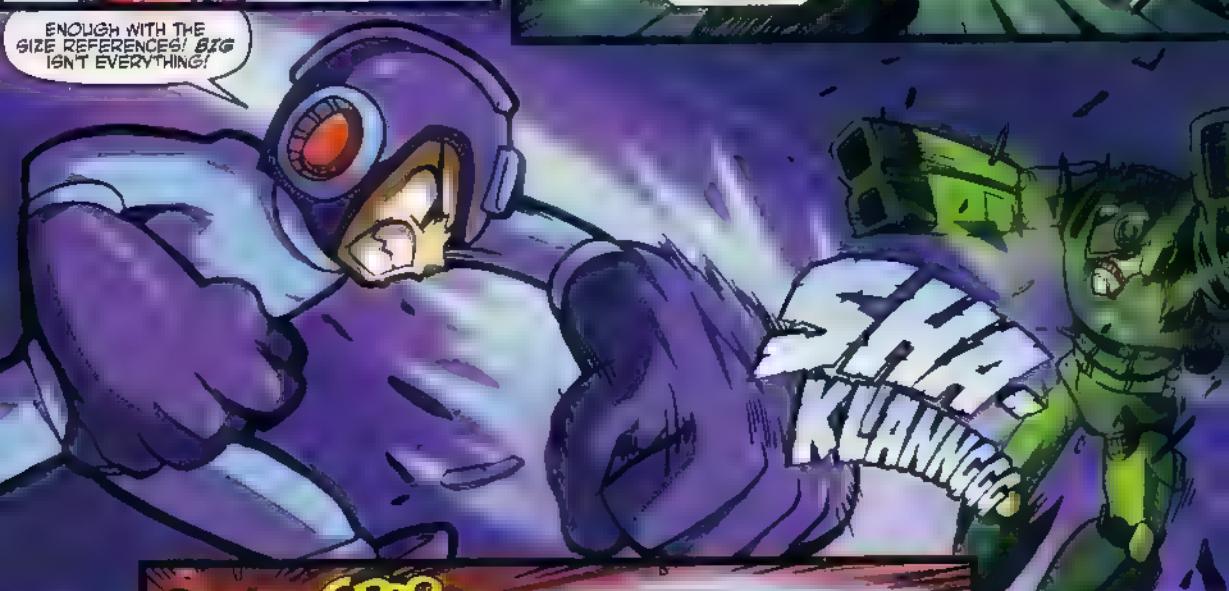


BLUE BOMBER
--AWAY!!

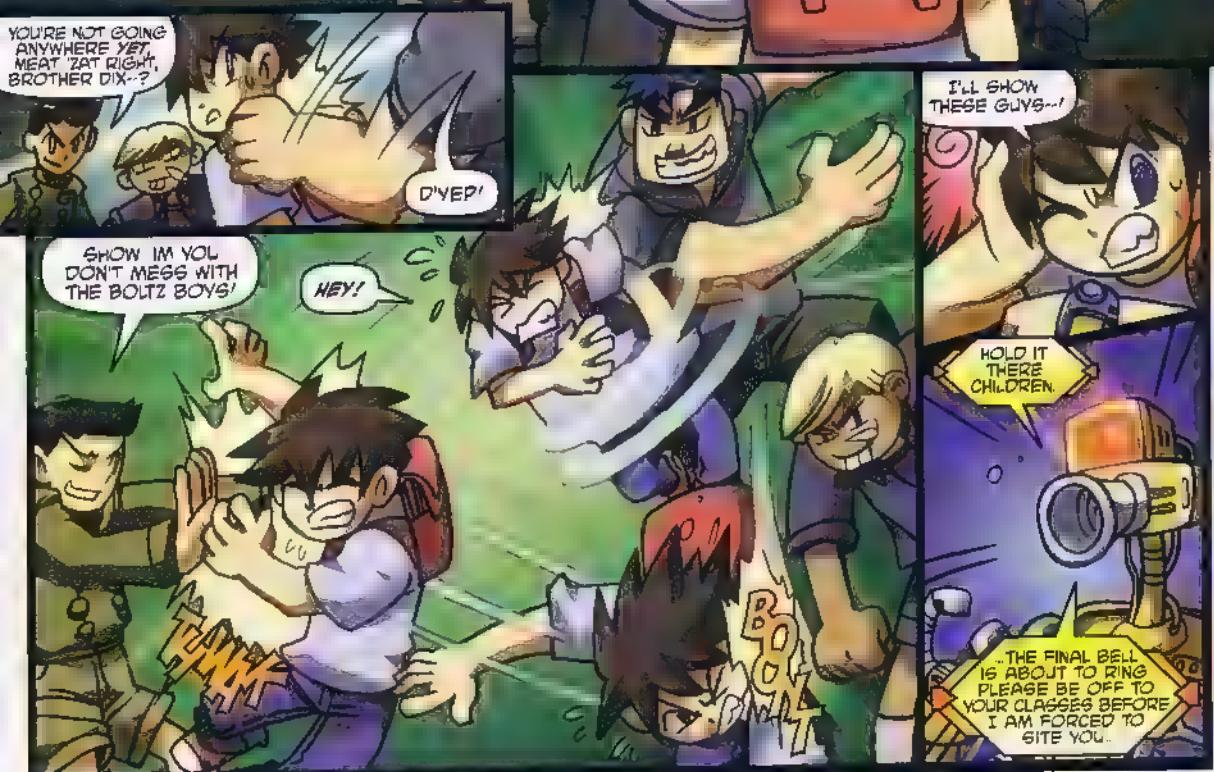




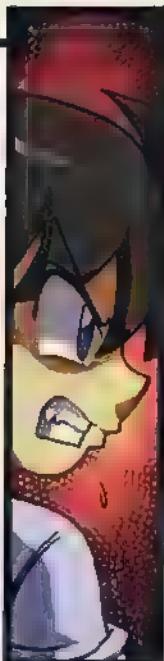
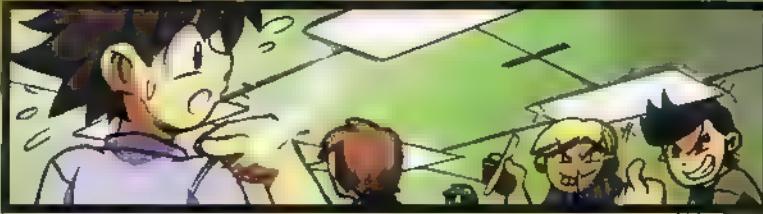


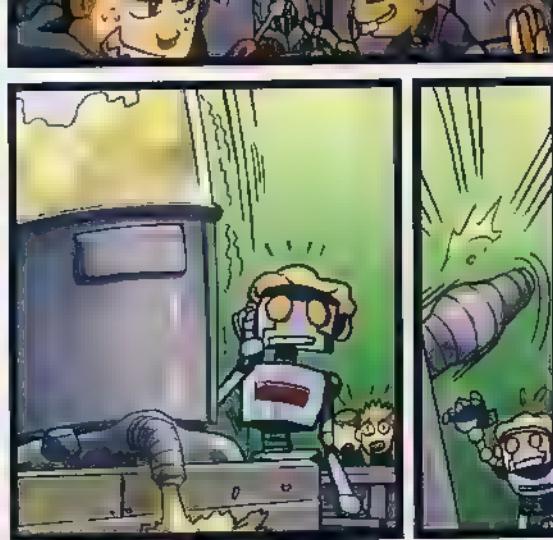
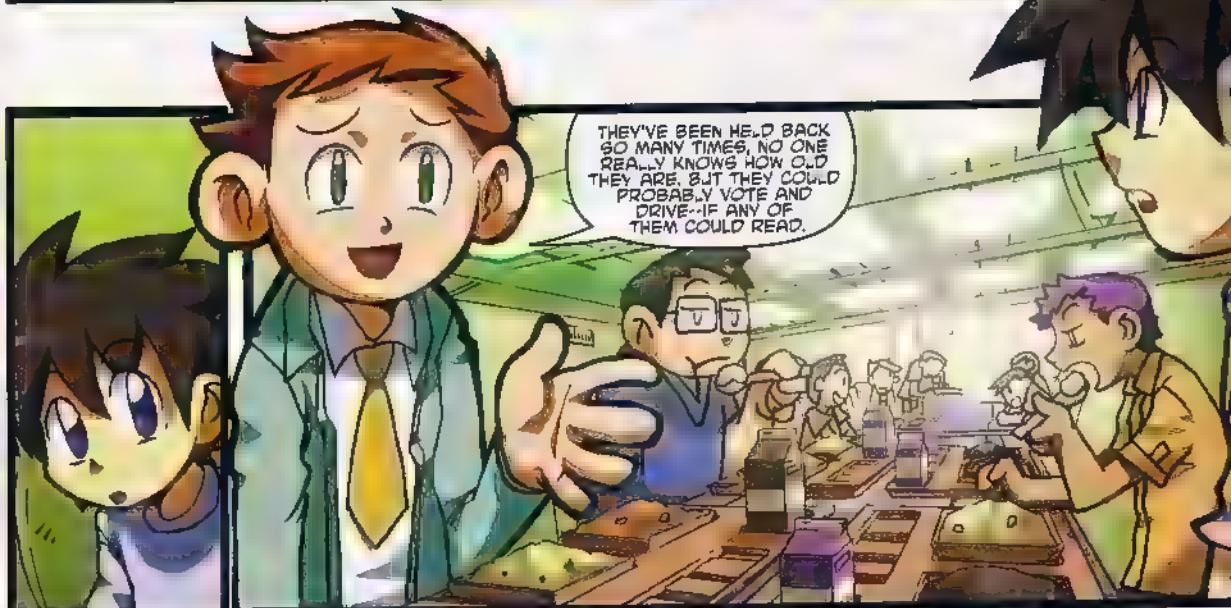
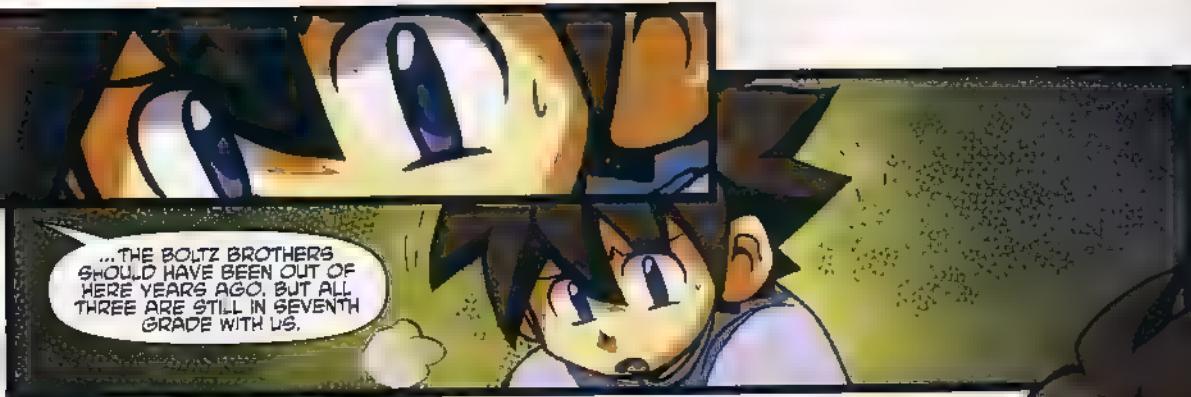


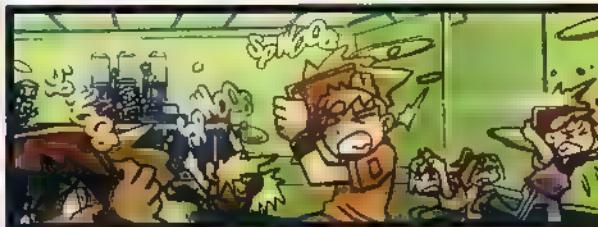


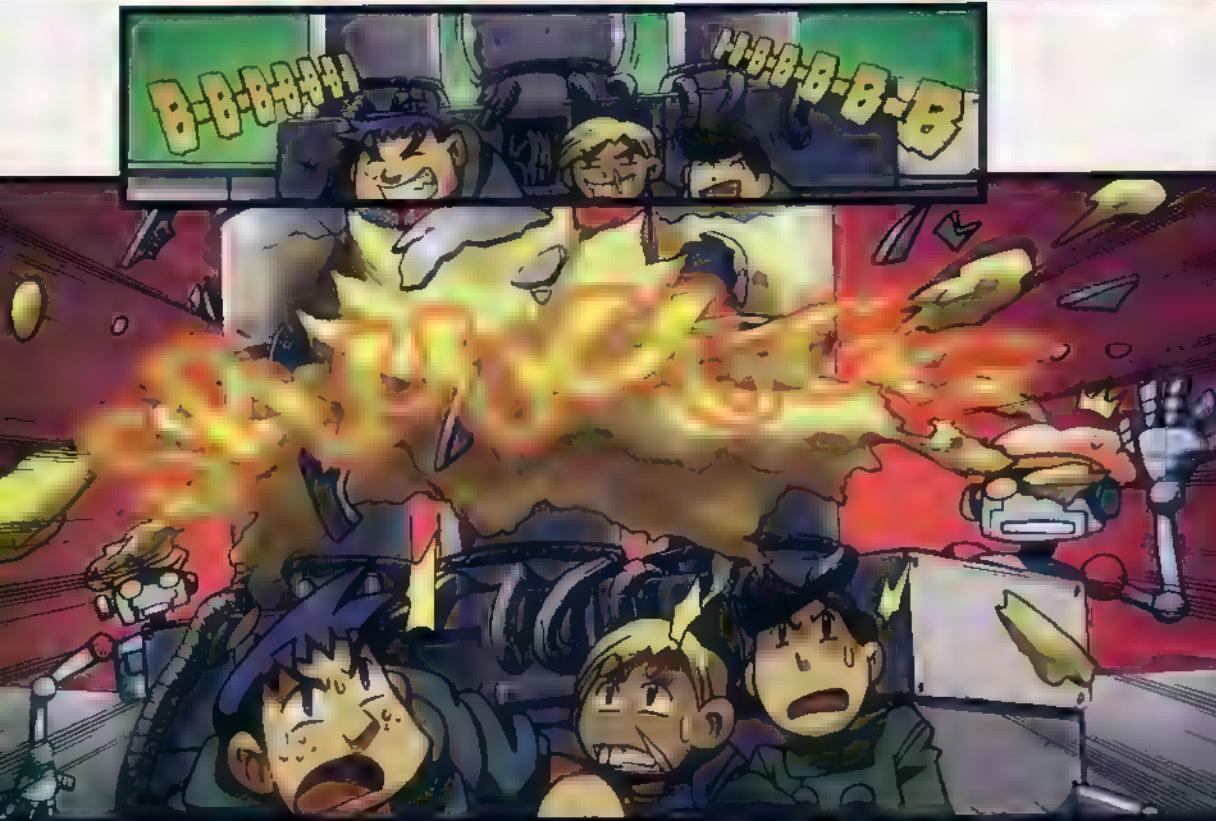
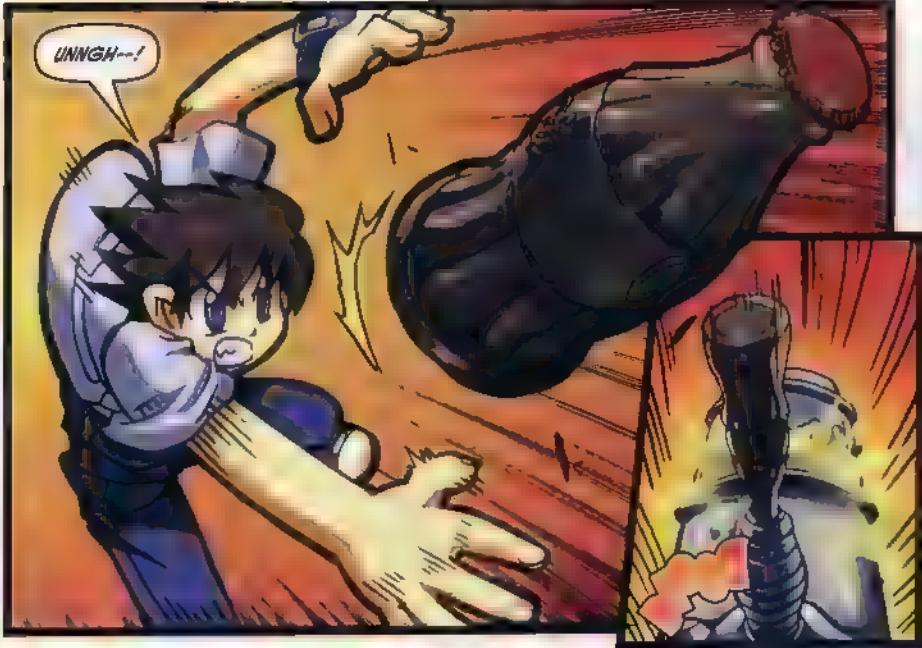


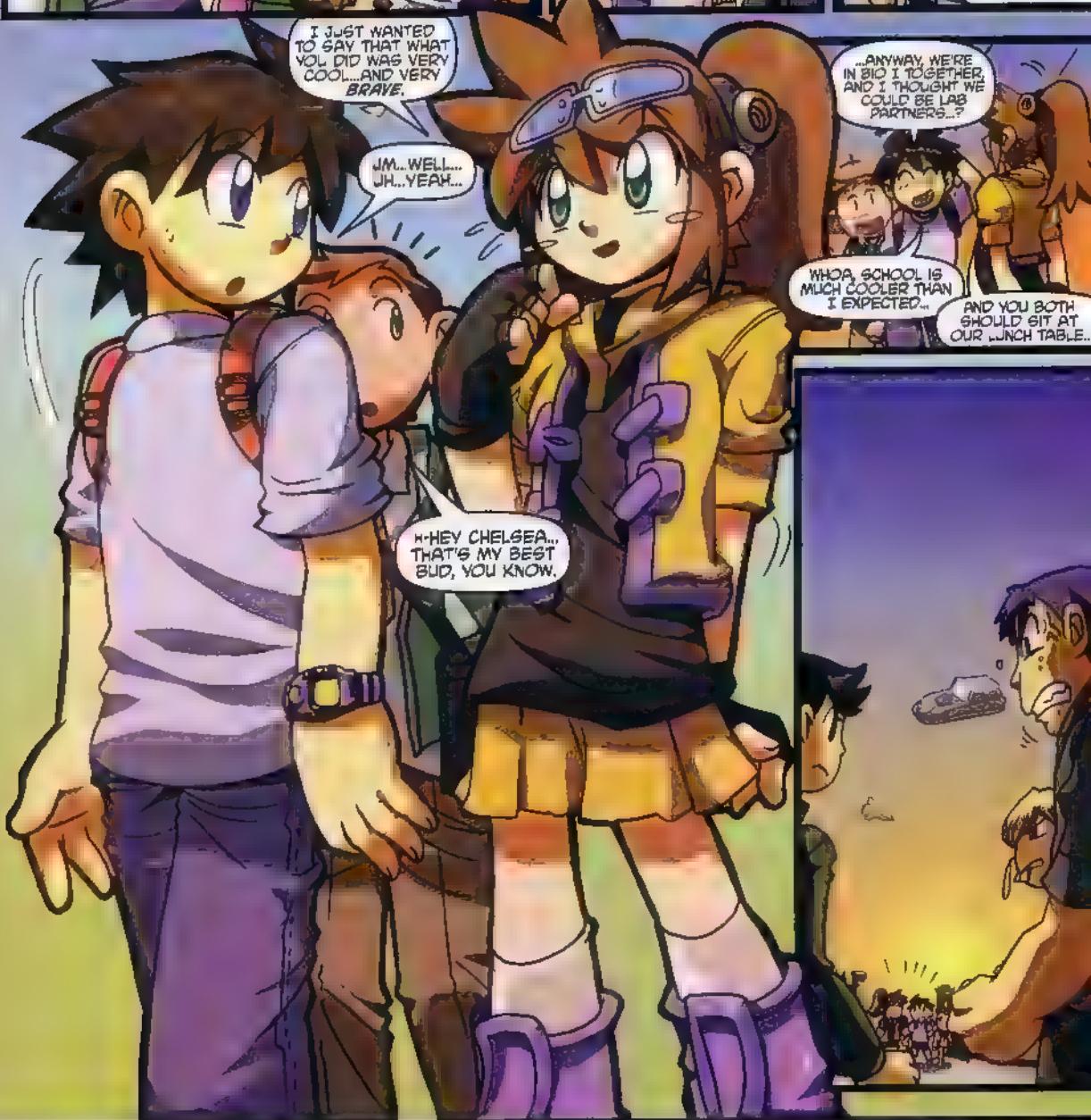
...ON JULY 4TH 1776,
THUS BEGINNING THE
WAR FOR AMERICAN
INDEPENDENCE. ANY
QUESTIONS?



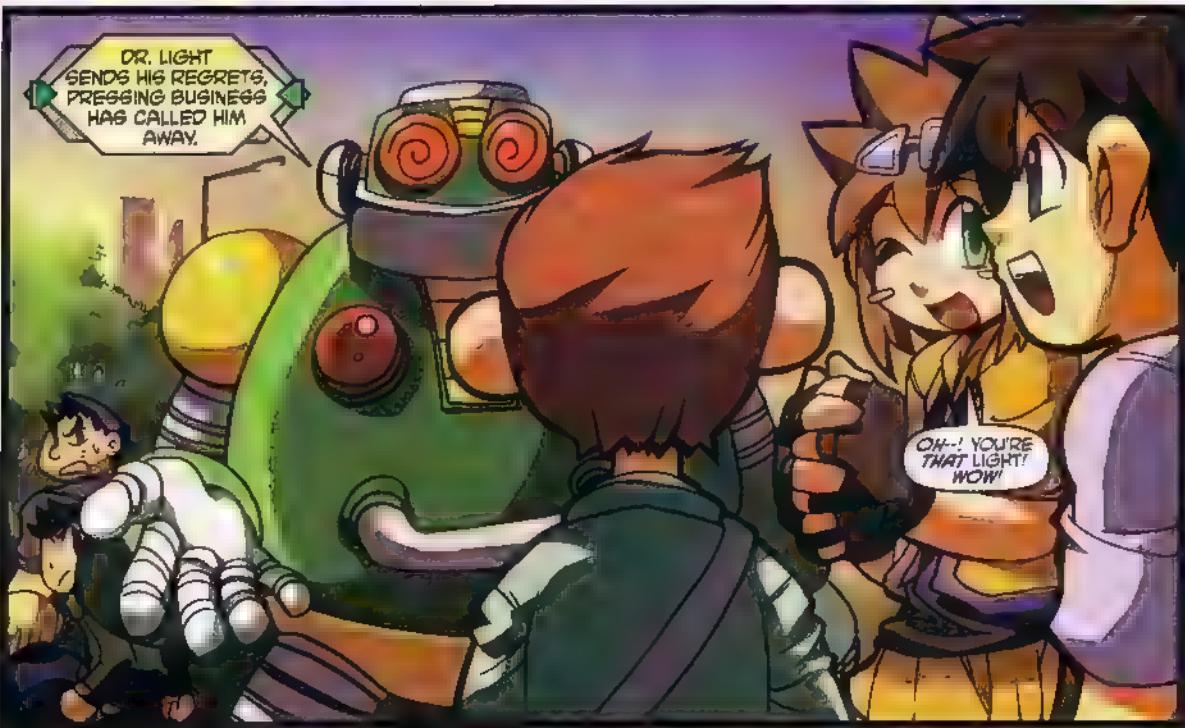












VET ANOTHER OF DR. LIGHT'S SYSTEMS HAS BEEN ATTACKED. THE LIGHT AUTOMATIC TRAFFIC SPEED GOVERNOR™ HAS BEEN OVERRIDDEN AND AN OUT-OF-CONTROL AUTO CHASE IS THREATENING THE CITY!

YOW!

THE ROBOTIC POLICE-FORCE IS CHASING A BANK-ROBBER, AND BOTH THE FELON AND THE COP CARS ARE RACING FASTER AND FASTER.

THE PEOPLE ARE IN GREAT DANGER IF THE SPEED GOVERNOR IS NOT BROUGHT BACK ON LINE AND SOON.

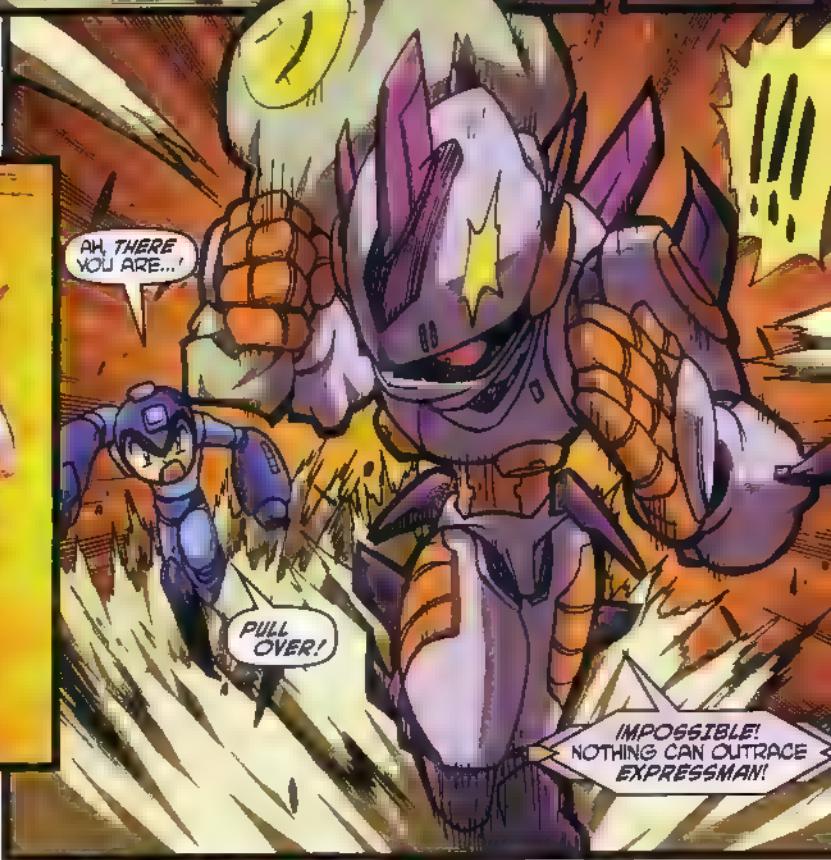
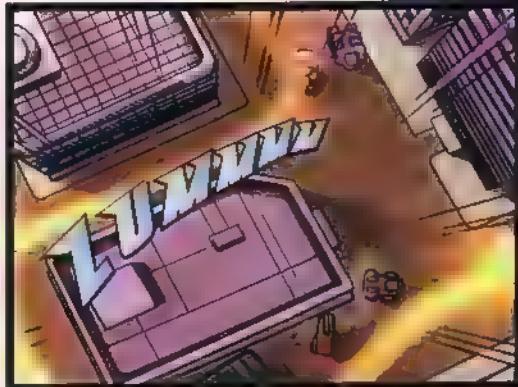
THAT'S WHAT DOC LIGHT IS UP TO RIGHT NOW.

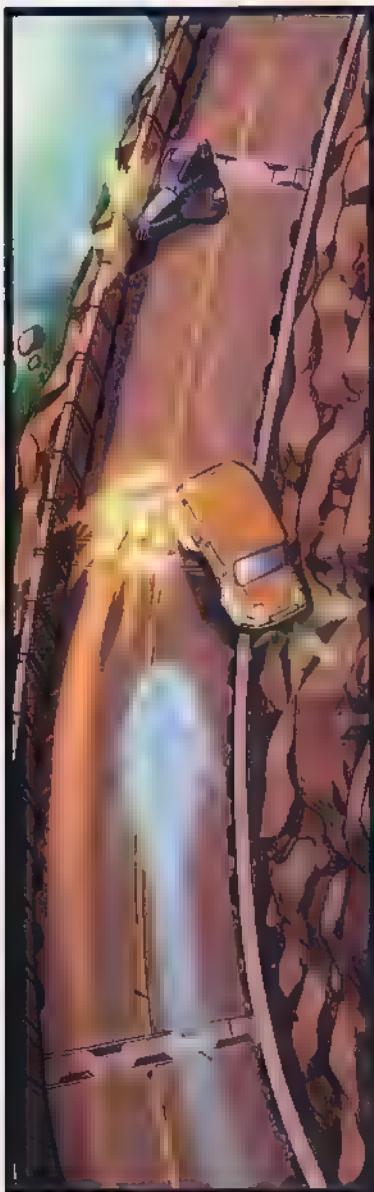
AND ME...?

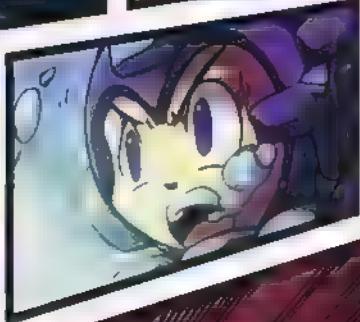
I'M ALREADY THERE.

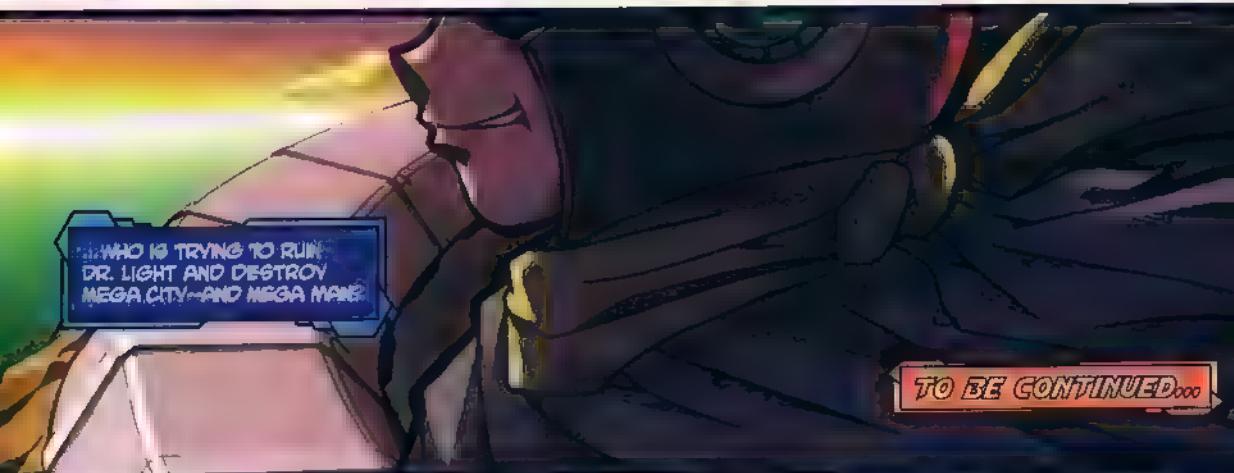
ODD, THIS MORNING TRAFFIC STOPPED DEAD, NOW IT'S MOVING OUT OF CONTROL. WHAT IS GOING ON?

DOC HOPES YOU CAN STOP THE CHASE.









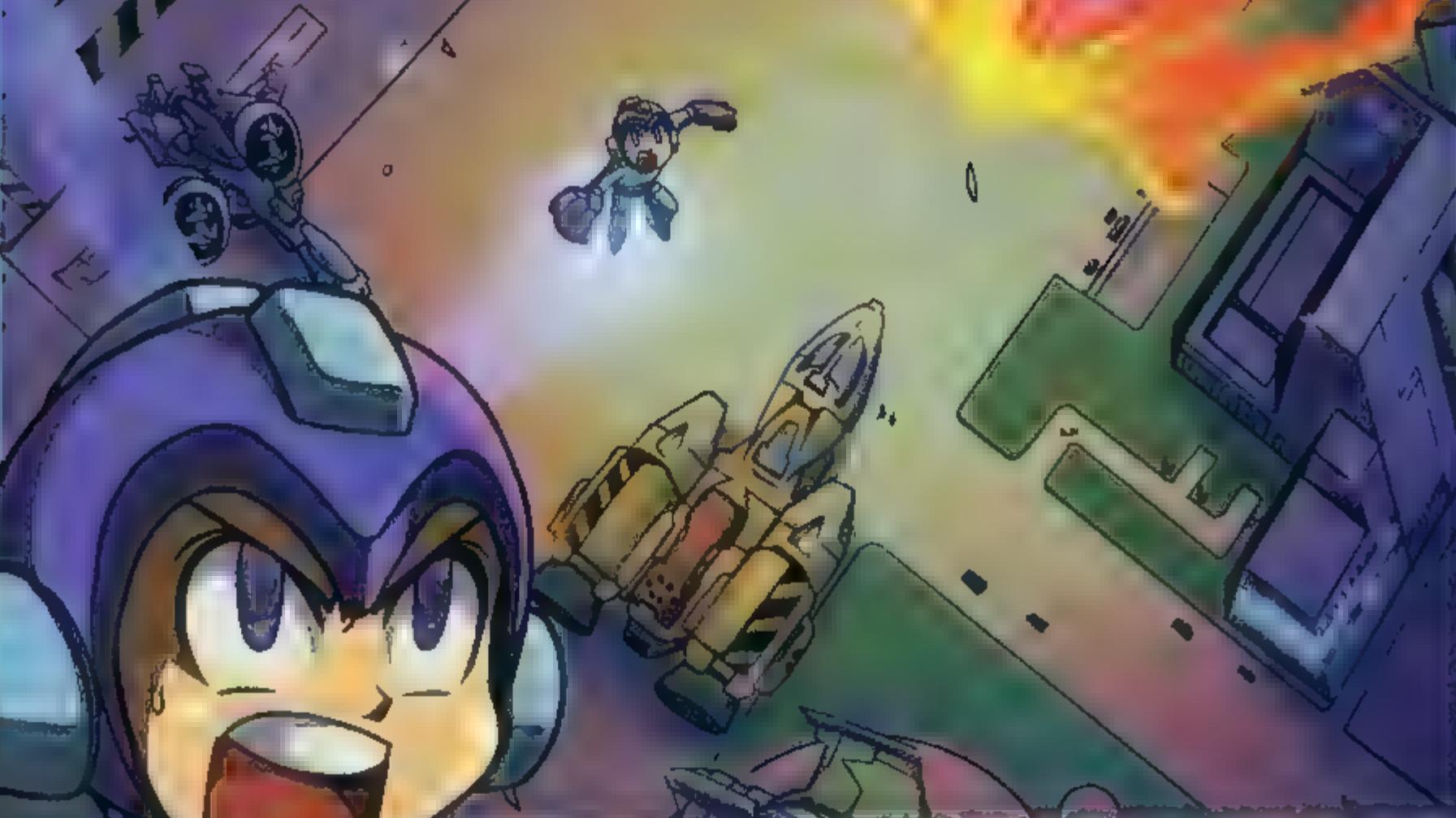
THE ACTION CONTINUES IN

MEGAMANTM

ISSUE 5

MEGA ACTION!

MEGA SATISFACTION!



The strange robotic attacks on the city intensify putting the entire populace at risk. Only Mega Man can stand up to the mechanical menaces, but even he is taxed to his limit by the relentless onslaught. When a robot killer capable of endlessly multiplying itself comes for him Mega Man is in for the fight of his young life.

NEXT MONTH!

FROM THE DESK OF... BRIAN AUGUSTYN



My mother always wanted me to grow up to take my place as a reliable, serious and sober adult. Imagine her disappointment.

I could have been a lawyer, a bricklayer, a tax accountant, or a fork-lift operator. But NO...I had to turn my adolescent love of comics into a job. I had to become a...comic book writer.

We hear all the time that people should follow their dreams, that folks who love what they do live longer, less-stressed lives. For me, so-far, so-good. I didn't know any kids who wanted to grow up and be CPAs, but I am sure that there are CPAs out there who absolutely love their work. I write comic books, I don't judge other people's jobs.

My mother might blanch to hear me say it, but I may never grow up. I like it just the way things are.

Now though, thanks to Dreamwave, my mom may become even more concerned. It's probably worrisome enough that I spend my time writing stories for what a lot of adults think of as kid's magazines, but now, I'm going to write comics based on children's toys and games. How blessedly juvenile and un-grown-up can you get?

I'm having a blast working with Dreamwave on the adventures of the internationally popular Mega Man, star of animation and video gaming! I'm also having more fun than is healthy writing another great new DW comic, Duel Masters! I love what I do, and I am really getting into these two great new comics. Check them out, we're going to have a great time together, I guarantee.

Now, I know my mom is actually pleased. After all, her oldest child (of seven!) is doing well, being creatively productive and following his dream. She's happy for me, even if I don't make sense to her. She'll also be happy with Dreamwave, I know. Thanks to them, I'm going to live an even longer, much more fun filled life. And get paid for it too.

Let me see a grown-up beat that!

Brian Augustyn
Scriptwriter

YOUR DW CHECKLIST SEPTEMBER

NECROWAR #3

TEENAGE MUTANT
NINJA TURTLES #4

TRANSFORMERS
ARMADA #15

TRANSFORMERS TPB
ARMADA vol.2

TRANSFORMERS G1
VOL.2: "WAR AND PEACE" #6

TRANSFORMERS
/G.I.JOE #2

TRANSFORMERS
MORE THAN MEETS THE EYE #6

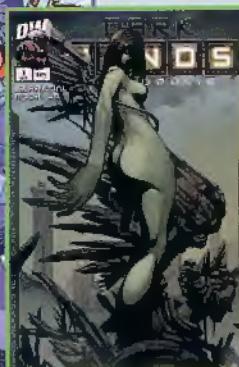
SPOTLIGHT MEGA MAN #1



The legendary video game superstar gets his own series just in time for his highly touted fifteenth anniversary, and just in time to kick off Dreamwave's all-new Capcom comics line!

by Brian Augustyn & Mic Fong

DARKMINDS #1
MACROPOLIS VOL. II #1



The gritty sci-fi crime series that first launched Dreamwave returns!

Can Nagawa avoid the police long enough to catch Macropolis' most sinister serial killer? Can he even stay alive long enough?

by Chris Sarracini & Kwang Nook Lim

DREAMWAVE STAFF

PRESIDENT PAT LEE

VP/EDITOR-IN-CHIEF ROGER LEE

CREATIVE DIRECTOR JAMES MCDONOUGH

ART DIRECTOR BOB RUFFO

DIRECTOR OF MANAGEMENT DEREK CHOO-WING

DIRECTOR OF POST-PRODUCTION MATT MOYLAN

PRE-PRESS/PROJECT MANAGER TED PUN

PROJECT MANAGER GRAHAM CRUZ

NEW BUSINESS DEVELOPMENT RICH YOUNG

MEGA-mail

You've just finished the first issue of *Mega Man's* brand-spanking-new comic series, and we want to know what you thought of it! Send us your thoughts & questions on *Mega*'s first four-color adventure, as well as your way-cool fan art! In fact, why don't we make a contest out of it?

Whoever sends in the most butt-kicking picture of *Mega Man*, or your favorite *Mega Man* character, will win a prize pack which includes all 3 versions of *Mega Man* #1 (Mic Fong's cover, Skottie Young's cover, and the Holofoil edition), plus the super rare *Capcom* Promo Poster (featuring *Mega Man* and the whole *Capcom* crew). So get those pencils out and start doodling. Send your entries to one of the addresses at the bottom of the page. All entries must be received by October 24th, and the winner will be announced in a future issue of *Mega Man*. Good luck!

Now on with some letters:

Dear Dreamwave,
I was wondering, is there a way to get a pre-order or subscribe to the *Mega Man* comics? And another thing...your artwork has *Mega Man*'s eyes as green. It is kind of a mistake. Every other *Mega Man* character's eyes are green, but the Classic *Mega Man*'s eyes are blue. I just wanted to point that out.

Thanks,
Danny Henderson

Classic *Mega Man*'s eyes ARE blue, while the *Mega Man X*, *Mega Legends*, and *Mega Man Battle Network* versions are all green. Luckily the good folks at *Capcom* know the little blue guy inside & out, and gave us the full scoop on *Mega Man* eye color. So, you can now expect *Mega*'s baby blues to actually be blue in all of DW's comics & advertising.

Answering your other question, Dreamwave doesn't currently offer subscriptions, but it is something we'll most likely look into as the company grows.

Dear Dreamwave,
I'm very excited to see you guys doing a *Mega Man* comic! I'll be sure to read every issue! One question: Are you guys going to make comics based on the *Mega Man X* series, and when will the first issue of the *Rival Schools* comic hit shelves? I'll be sure to read every issue, just keep me posted!

One helluva of a fan
Dmac0424

Look for *Batsu*, *Hinata* and the rest of the *Rivals Schools* gang to show up on comic store shelves around mid-2004. As for *Mega Man X*, DW hopes to explore a good chunk of the *Mega*-multiverse! Keep reading *Wavelengths*, and check out dreamwaveprod.com for 'X'-updates.

Dear Dreamwave,
It's about time someone stepped up to the plate and gave this man (?) an ongoing title, way to go!
I'm greatly pleased that it is you guys. I'm a huge fan of the *Transformers* titles and have dished out plenty of bucks to purchase the posters that you guys released for the project.
But now *Mega Man*, there is a GOD!
Will you guys be releasing posters for this title as well?
Also, will you guys be releasing titles for the "X" Series, the *Battle Network* series and the *Legends (Neo)* series?
Please say yes...if not I look forward to a long lasting on-going series.

Take care.
Cecil Bain

Capcom posters are definitely on the way, starting with Pat Lee's take on *Devil May Cry* in December. Look for more *Capcom* posters (which could include *Mega Man* posters) in 2004. As we've said, exploring other versions of *Mega Man* is definitely in DW's game book, but increased demand could always help put the idea on the fast track. So keep writing in and DEMAND that your favorite *Mega*-series makes its way to comics!

See you next month *Mega*-fans!

Matt!

Matt Moylan
Director of Post-Production
Dreamwave Productions



DW LETTERS

WRITE TO US:
WAVELENGTHS
DW LENGTHS PRODUCTIONS
DREAMWAVE PRODUCTION
II ALLSTATE PARKWAY SUITE 200
MARKHAM, ONTARIO
L3R 9T8 CANADA

E-MAIL US:
WAVELENGTHS@DREAMWAVEPROD.CA

*LETTERS MAY BE EDITED FOR LENGTH AND SPELLING.

LEAPING OFF THE SCREEN...

...AND INTO YOUR HANDS!



DEVIL MAY CRY™



MAXIMO™



RIVAL SCHOOLS

DIRECT SALES



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CHECK OUT THESE NEW CAPCOM COMICS...
COMING SOON FROM DREAMWAVE!

